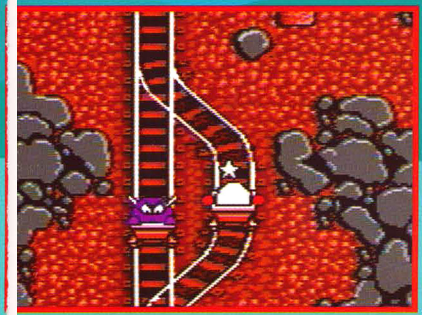
The Fantastic Adventures of DIZZY™

Daisy has been captured by the Evil Wizard Zaks. Only Dizzy is brave and clever enough to rescue her from a terrible fate.
Leaving the safety of the Yolkfolk's treehouse village, Dizzy sets out on his greatest adventure!



CONTROLLING DIZZY

LEFT	Move Left
RIGHT	Move Right
START	Start/Pause /Unpause
SELECT	Examine Objects Held
A-Button	Jump (use with left/right for diagonal jump)
B-Button	Pick up/Drop/use lift/ Go through doors

How to play

As you walk Dizzy around, he will be prevented from adventuring further by various puzzles. You can solve these puzzles by using the objects found along the way. To pick an object up stand Dizzy over it and press the B button. Dizzy can only hold 3 objects at a time. To take a better look at them press SELECT.

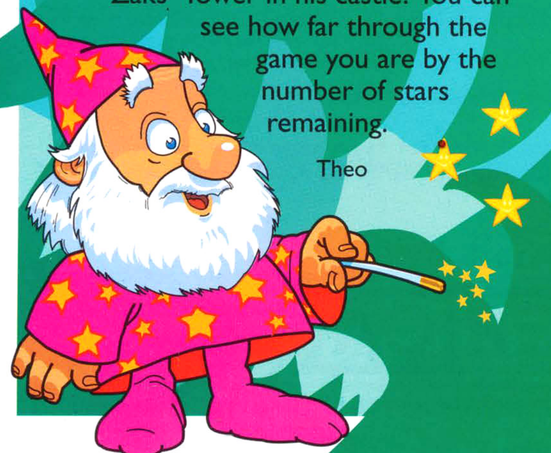
To solve a puzzle, find the correct object and put it in the correct place, eg. put the key down over the door to unlock it.

Life force & damage

Dizzy starts his adventure with three lives. Along the way he will meet evil creatures or dangerous situations which may kill him immediately or increase his damage. Damage can be reduced by eating fruit. Bonus lives can be won by solving Theo's Magic Sliding Puzzle.

250 magic stars

Around the map you will be able to find and collect 250 Magic Stars. You must collect them all to enter Zaks' Tower in his castle. You can see how far through the game you are by the number of stars remaining.



Theo

An example problem

Just next to Dizzy's hut, you can find a Large Plank of Wood. If you take this to the pit of spikes below and put it down, it will create a bridge and Dizzy can then cross.

How to play Theo's magic sliding puzzle

To win an extra life you must slide all the blocks into their correct position before the egg-timer runs out!

You can move the flashing square by using UP, DOWN, LEFT or RIGHT on your control pad. Hold the A Button down at the same time as a direction to swap the block you are over to the adjacent square.

Grand Dizzy

How to use the rope

Dizzy can only use the Rope when there is a hook above the gap to jump over. Put Dizzy in a good position to start his swing whilst holding the rope and then use it by pushing the B Button.To jump off the rope whilst swinging press Button A.

The story so far...

Before the arrival of Zaks, the land of the Yolkfolk was a peaceful and safe place, full of gentle and wonderful creatures.

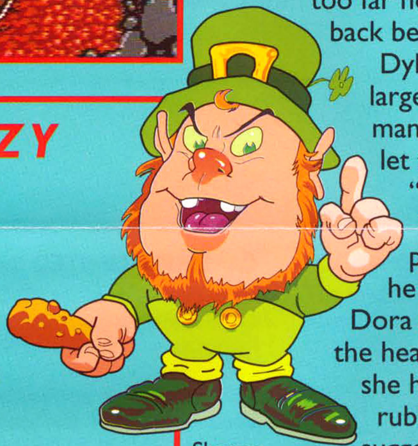
The Yolkfolk were the friendliest and most curious of all the creatures. They were charming, and had oval shaped bodies, with hard "eggs-terior" shells. They were distinguishable from the other creatures because they wore bright red gloves and boots, and lived high in the trees in treehouses.

They spent their days exploring the forest and mining diamonds from the mines. They traded these with the trolls in the local town of Keldor. This had been the routine for as long as any one could remember.... that is until that fateful day when a dark stranger came to the land.

He wore a long black cloak, over his stumpy body, and a pointed hat which shaded his glowing eyes.

The stranger's name was Wizard Zaks. He set himself up in the castle of Keldor and summoned the head of the Yolkfolk.
Grand Dizzy went to the castle to explain their terms of trading with the diamonds. He was greeted by the trolls, clad in armour and carrying axes.
"Welcome, I am the great Wizard Zaks", these words came more as a warning than a greeting.
Grand Dizzy introduced himself as leader of the Yolkfolk and said that he had come as a friend.
Wizard Zaks had different ideas and shouted "Seize him guards, now we'll see how many diamonds your life is worth!" The guards rushed to block Grand Dizzy as he tried to escape, but he cunningly somersaulted clean over their heads. As he got close to the door he could hear Zaks shouting "You'll regret this, I shall make you all pay!"
From that day forth the Yolkfolk lived in fear of Zaks and of his great cloud castle and its evil powers.
And then one day when the younger Yolkfolk were out in the forest eggs-ploring...
Dizzy, the eldest, stopped and waited

for his sleepy friends. He remembered the words of Grand Dizzy as he left the village, "Don't go too far now and be sure to be back before dark."
Dylan stopped to smell a large yellow flower. "Hey man! Lets rest a while and let the others catch up!"
"Yo dudes, check it out! This is one happening place!" joked Denzil as he adjusted his shades.
Dora sighed as she dropped the heavy picnic basket that she had been carrying and rubbing her stomach suggested that maybe it was time for dinner.



Shamus

Dizzy agreed, "But," he said "we mustn't stop for too long or we shall never find the dragons cave before dark!"
"Eggs-cellent", exclaimed Denzil looking at the river, "if only I'd brought my flippers."
"Oh!" squealed Dora as a frog hopped up the bank past her, "how ugly!"
"It's lovely man," said Dylan.
"Well I certainly don't think so." finished Dora.
Suddenly the sky turned dark and cold and a threatening shadow loomed over them.
"Dizzy I'm scared" cried Dora.
"Me too," said Daisy as she caught hold of Dizzy's hand, "Let's go home."
And with that the young Yolkfolk turned and began to walk back through the forest. They hadn't got very far when a very large black bird swooped down from out of the sky and lifted Daisy clean up into the air.
"Ahh!" she screamed, "Help me. Help me. "Help......" as her voice faded into the distance.
Dizzy charged after the bird waving his arms frantically in the air, hoping to grab hold of its leg. But alas, the bird was already too high and was flying much faster than Dizzy could run. Before he knew it Dizzy stumbled head first and tumbled down the open mouth of a disused mine shaft.
In the dark he slowly got his bearings and although he was feeling slightly dazed began to realise what had happened.
The Evil Wizard Zaks had captured Daisy and unleashed his most awesome spell ever. All that had been good and kind was now turned to evil.
The next day, Dizzy awoke startled, because he hadn't meant to fall asleep. He got to his feet rather quickly and scrambled up the mine shaft entrance and ran as fast as he could towards the Yolkfolk village.
"Where was everybody?", Dizzy thought. He searched high and low, the only friend he could find was Grand Dizzy.
"It's Zaks, he's got everyone", he gasped. "Thank goodness you're here, you're our only hope now Dizzy!"

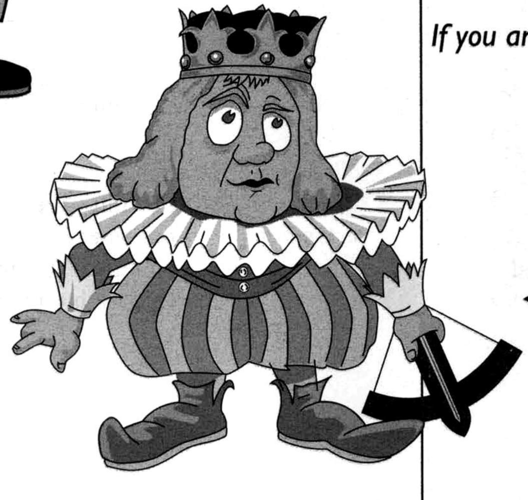
GO! DIZZY! GO!

Hints & Tips

- Theo the Good Wizard. Complete his Magic puzzle for an extra life!
- Shamus the Leprechaun. He'll be needing his gold!
- The Shopkeeper. You'll have to meet his price!
- Prince Clumsy. Searching for love, in all the wrong places!
- Blackheart the Pirate. Can be bribed, but never trusted!

Dizzy

THE SHOPKEEPER



PRINCE CLUMSY

CODEMASTERS' HELPLINE
1-900 RESTART
1 900 737 8278

Calls cost $1.75 for the first minute
and 90 cents thereafter.
Phone the Codemasters' Helpline for Hints and Tips that will help you play Fantastic Adventures of Dizzy™

This helpline is for gameplay advice only
If you are under 18, you MUST have your parents' permission.
Touchtone phones only.

MORE GREAT GAMES TO WATCH OUT FOR!

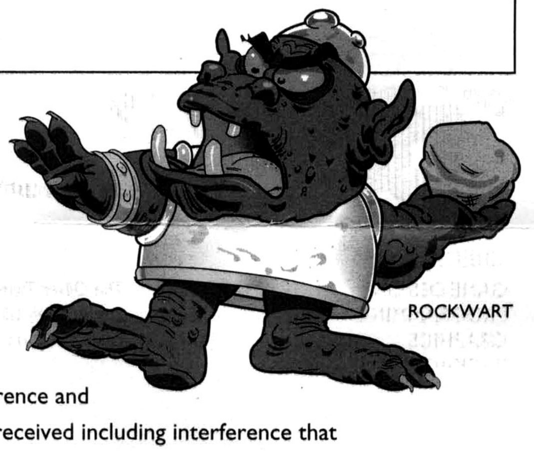
CODEMASTERS™ CAMERICA®

Micro Machines®

Yo Dudes it's Micro Machines® - The official Video Game.
We believe this is the most competitive racing game yet produced.
AMAZING PLAYABILITY!!! - features a very competitive two player option. 27 cunningly devised circuits - under bridges, thru oil patches - power sliding around corners - trying to beat the other drivers and become the Micro Machines Champion!
Choose your vehicle & go! Feel the power, feel the traction - excellent! Performance sports cars, Formula One racing cars, Power boats, Combat tanks, Helicopters, Garage Grime, 4x4's, Monster trucks & Turbo Wheels -
Absolutely Brilliant!!

BIG NOSE™ Freaks Out

Join Bignose, (the hysterical prehistoric hero), in a mad cap chase speeding through prehistoric landscapes on his invention - the wheel.
Race through fire worlds of hills and slopes. Perform death defying leaps clearing a path through an army of prehistoric monsters!
Discover secret levels, special bonuses and more!
But Beware...



ROCKWART

The Fantastic Adventures of DIZZY™ *was brought to you by...*

CREDITS

GAME DESIGN	*The Oliver Twins*
PROGRAMMING	*Derek Leigh Gilchrist*
GRAPHICS	*Leigh Christian*
PACKAGING	*Victoria Healey*
ART MANAGER	*Shân Savage*
PROJECT MANAGER	*Philip Oliver*
PRODUCTION	*Stewart Regan*
	& Pat Stanley

POGIE

Camerica and the Camerica design are trademarks of Camerica Corporation and used under license by Camerica Limited Inc.
© Codemasters Software Co. Ltd. 1993. All rights reserved. The Fantastic Adventures of Dizzy and Codemasters are trademarks being used under license by Codemasters Software Co. Ltd.
Made in the U.K.

IMPORTANT PRECAUTIONS

We recommend that you take a 10 to 20 minute break for every 2 hours of play. Also to avoid eye strain, play the game at a reasonable distance from the T.V.
DO NOT touch the connectors or get them wet or dirty.
DO NOT clean the game case with benzene, alcohol, paint thinner or other such solvents.
DO NOT store the game in places that are very hot or very cold.
DO NOT hit it or drop it or attempt to take it apart.
DO NOT use on a FRONT OR REAR PROJECTOR TV.Projection TVs can be permanently damaged by displaying stationary screens or
patterns, eg. a game in pause mode.
Camerica will not be held liable for any such damage. It is not a defect of the game, any stationary image can cause such damage.

☞ Please contact your TV manufacturer for more information.

CAMERICA LIMITED INC., LIMITED WARRANTY

Camerica Limited Inc., ("CAMERICA") warrants to the original purchaser only of this Camerica game cartridge that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety(90) days from the date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Camerica game cartridge has arisen through ABUSE, UNREASONABLE USE, MISTREATMENT OR NEGLECT.
Camerica agrees for a period of ninety (90) days to either replace or repair, at Camerica's option, free of charge, the Camerica game cartridge found not to meet Camerica's express warranty, postage paid with proof of date of purchase.
Replacement of the game cartridge found not to meet Camerica's express warranty and returned to Camerica by the original purchaser within ninety (90) days of purchase, is the full extent of Camerica's warranty obligations and is the purchaser's exclusive remedy.

This warranty is in lieu of all other warranties and conditions and all warranties and conditions express or implied, including but not limited to, implied warranties and conditions of merchantability and fitness for a particular purpose and those arising by statute or otherwise in law or from a course of dealing or uses of trade are all expressly disclaimed.

In no event will Camerica be liable for any special incidental or consequential damages resulting from possession, use or malfunction of this Camerica game cartridge.
The express warranty above gives you specific rights and you may also have other rights which vary from jurisdiction to jurisdiction. Some jurisdictions do not allow the exclusion or limitation of incidental or consequential damages or limitation on how long an implied warranty or conditions last, so the above limitation or exclusion may not apply to you. Any exclusion or limitation shall not be applicable to the extent it is prohibited by the law in any jurisdiction and such provision shall be severed from the rest of these terms.

Camerica Ltd Inc., 3415 14TH Avenue, Markham,
Ontario, L3R OH3, Canada -Tel (416) 470-2791

FCC INFORMATION

The device complies with Part 15 of the FCC Rules. Operations subject to the following two conditions.

❶ This device may not cause harmful interference and
❷ This device must accept any interference received including interference that may cause undesired operations.

This equipment has been tested and found to comply with the limits for a Class B Digital Device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. The equipment generates, uses and can radiate radio frequency energy and if not installed and used in accordance with the instructions may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Re-orient or relocate the receiving antenna.
- Increase the separation between the equipment and the receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/tv technician for help.

• This digital apparatus does not exceed the Class B limits for radio noise emissions from digital apparatus as set out in the radio interference regulations of the Canadian Department of Communications.

Written by CODEMASTERS

GAME DOES NOT WORK OR PLAY?
CUSTOMER HELPLINE TOLL FREE
UNITED STATES & CANADA ● 800-565-2688
CAMERICA GAMES

Published by CAMERICA®